

## ABSTRACT OF THE DISCLOSURE

In a selected area of a display defined by a polygon, magnifying is simulated. The selected area may be, for example, a circle simulating a magnifying glass. Textures are represented by texel coordinates U and V, which specify the location of color components within a set of image data. Within the area selected to appear magnified, the present invention perturbs the texel location selection to simulate an angle of refraction in the selected area and offset texel coordinates.

1. A method for simulating magnification in a display, comprising:  
a. selecting a polygon in a display;  
b. selecting a texel location within a set of image data;  
c. perturbing the texel location selection to simulate an angle of refraction in the selected area;  
d. offsetting the texel coordinates.